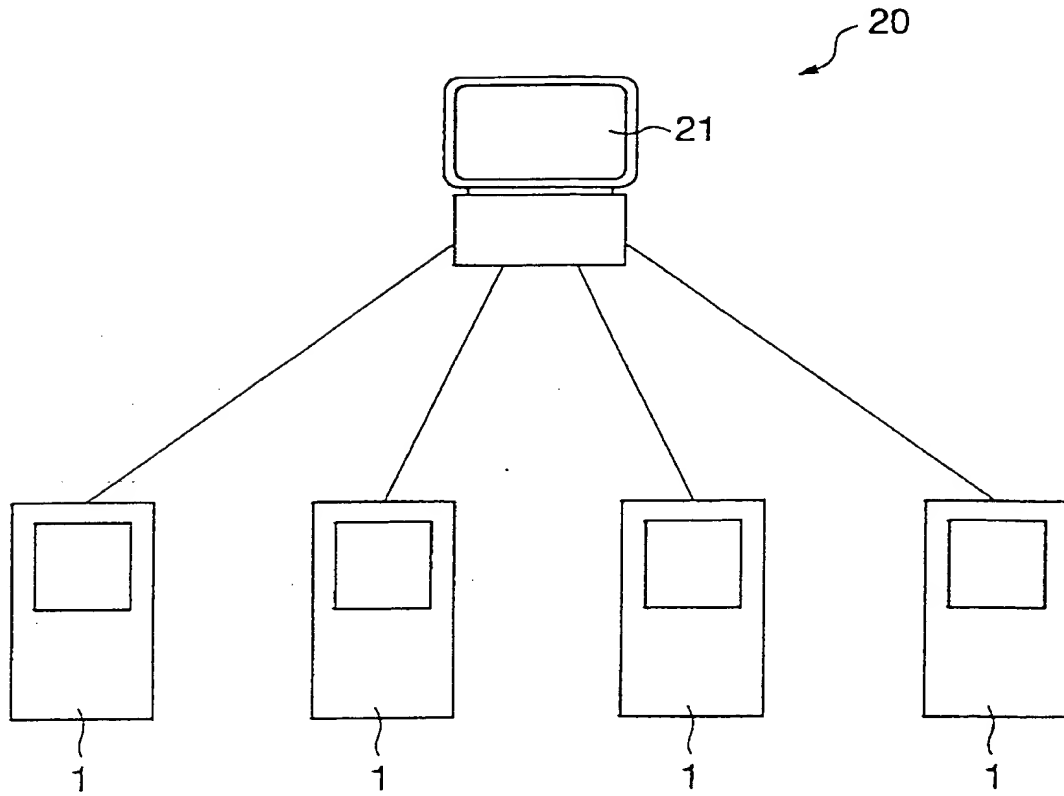


IDA KA Q64489
GAM E MACHINE AND NETWORK SYSTEM FOR
SET UP GAME ENVIRONMENT THEREOF
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1 of 3

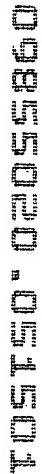


- 3: camera
- 4: external input unit
- 6: image processor
- 7: image recognizer
- 8: data storage
- 9: registration controller
- 10: game environment arranger
- 11: game controller
- 12: personal information generator/writer
- 13: game monitor
- 15: level determiner
- 18: information communicator

Fig. 2



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- | | |
|-------------------------------|------------------------------------|
| 3: camera | 24: data writer |
| 4: external input unit | 25: data communicator |
| 6: image processor | 26: data reader |
| 7: image recognizer | 30: information communicator |
| 8: data storage | 31: personal information generator |
| 9: registration controller | |
| 10: game environment arranger | |
| 11: game controller | |
| 13: game monitor | |
| 15: level determiner | |